

# DEATH KORPS OF KRIEG SIEGE REGIMENT

## ARMY LIST

Death Korps armies have a strategy rating of 2.

Version 2

All formations have an initiative rating of 2+, except Titans which have an initiative rating of 1+.

### DEATH KORPS CORE COMPANIES

FORMATION	UNITS	COST
0-1: Regimental HQ Company	Nineteen Death Korps Infantry units plus Death Korps Supreme Commander	400 Points
Infantry Company	Nineteen Death Korps Infantry units plus Death Korps Commander unit	300 Points
Death Rider Company	Twelve Death Korps Rough Rider units	275 Points

### DEATH KORPS SUPPORT FORMATIONS

(Two may be taken per Death Korps Core Company)

FORMATION	UNITS	COST
Grenadiers Platoon	Eight Death Korps Grenadier units (May add eight Centaurs) or (May add one Gorgon)	200 Points (+100 Points)
Engineers Platoon	Eight Death Korps Engineer units and a Hades Breaching Drill	250 Points
Tank Platoon	Six Leman Russ variants (0-1 of which may be a Leman Russ Vanquisher)	280 Points
Heavy Tank Platoon	Two Macharius tanks and one Macharius command tank. (May add one Macharius tank) (May add one Hydra)	325 Points (+75 Points) (+50 Points)
Light Support Battery	Four Quad Launchers or Four Heavy Mortars (Light Support Batteries may have four Centaurs or 20cm of Trenches)	150 Points (Free)
Heavy Support Battery	Three Hydra platforms or Three Heavy Anti-Aircraft platforms, or a mix of the two. Three Earthshaker platforms Three Medusa platforms Heavy Support Batteries may have 3 Gun Emplacements (free) or replace them with three Trojans (25 points)	125 Points 200 Points 250 Points
Self-Propelled Heavy Support	Three Bombards	250 Points
Super-Heavy Tank Platoon	One Stormblade, Stormsword, Baneblade, or Shadowsword	200 Points
Death Rider Scout Platoon	Six Death Korps Rough Rider units	150 Points
0-1: Deathstrike Missile Silo	One Death Korps Deathstrike Missile Silo	225 points
Artillery Support Company	Nine Earthshaker platforms (Artillery Support Companies may have nine Trojans or nine Gun Emplacements)	600 Points (Free)
Super-Heavy Tank Support Company	A formation of three Stormblades, Stormswords, Baneblades, Shadowswords, or any mix of the four types	500 Points

### DEATH KORPS COMPANY UPGRADES

(Up to three may be taken per Death Korps Core Company. No upgrade may be taken by a formation more than once.)

UPGRADE	UNITS	COST
Tank Squadron	Three Leman Russ variants (May not include Leman Russ Vanquishers)	140 Points
Hellhound Squadron	Three Hellhounds	125 Points
Gorgon Siege Transporters	Two Gorgons (May not be added to Death Rider Companies) (May be upgraded with Gorgon Siege Mortars)	200 Points 25 Points
Infantry Platoon	Ten Death Korps Infantry Units	175 Points
Heavy Tank	One Macharius tank	100 Points
Fire Support Battery	Six Death Korps Fire Support Squad Units	75 Points

### DEATH KORPS TRENCHWORKS

(One may be taken per Infantry Company or Regimental HQ Company)

Trenchworks	80cm of Trenches, 20cm of Razor Wire and 4 bunkers	75 Points
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### LEMAN RUSS VARIANTS

(When selecting Leman Russ tanks, apply these modifiers to the basic cost of the formation for each tank you select)

Thunderer	Leman Russ	Demolisher	Vanquisher
0 Points	+20 Points	+20 Points	+50 Points

### IMPERIAL NAVY AIRCRAFT

### TITAN LEGION BATTLEGROUPS

FORMATION	COST	FORMATION	COST	FORMATION	COST
Two Thunderbolt Fighters	150 Points	One Warhound Titan	275 Points	One Reaver Titan	650 Points
One Heavy Marauder Bomber	150 Points	Two Warhound Titans	500 Points	One Warlord Titan	850 Points